

AGB-BRTE-USA

GAME BOY ADVANCE



INSTRUCTION BOOKLET

SIERRA™

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES



WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions

Altered vision

Eye or muscle twitching

Involuntary movements

Loss of awareness

Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.



WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.



WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.

*The official seal is your assurance
that this product is licensed or
manufactured by Nintendo. Always
look for this seal when buying
video game systems,
accessories, games
and related
products.*

Nintendo does not license the sale or use of products
without the Official Nintendo Seal.



**THIS GAME PAK WILL WORK ONLY WITH THE
GAME BOY® ADVANCE AND NINTENDO DS™
VIDEO GAME SYSTEMS.**

IMPORTANT LEGAL INFORMATION

Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.

The contents of this notice do not interfere with your statutory rights.

This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.



LICENSED BY



NINTENDO, GAME BOY, GAME BOY ADVANCE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2001 NINTENDO. ALL RIGHTS RESERVED.



Table of Contents

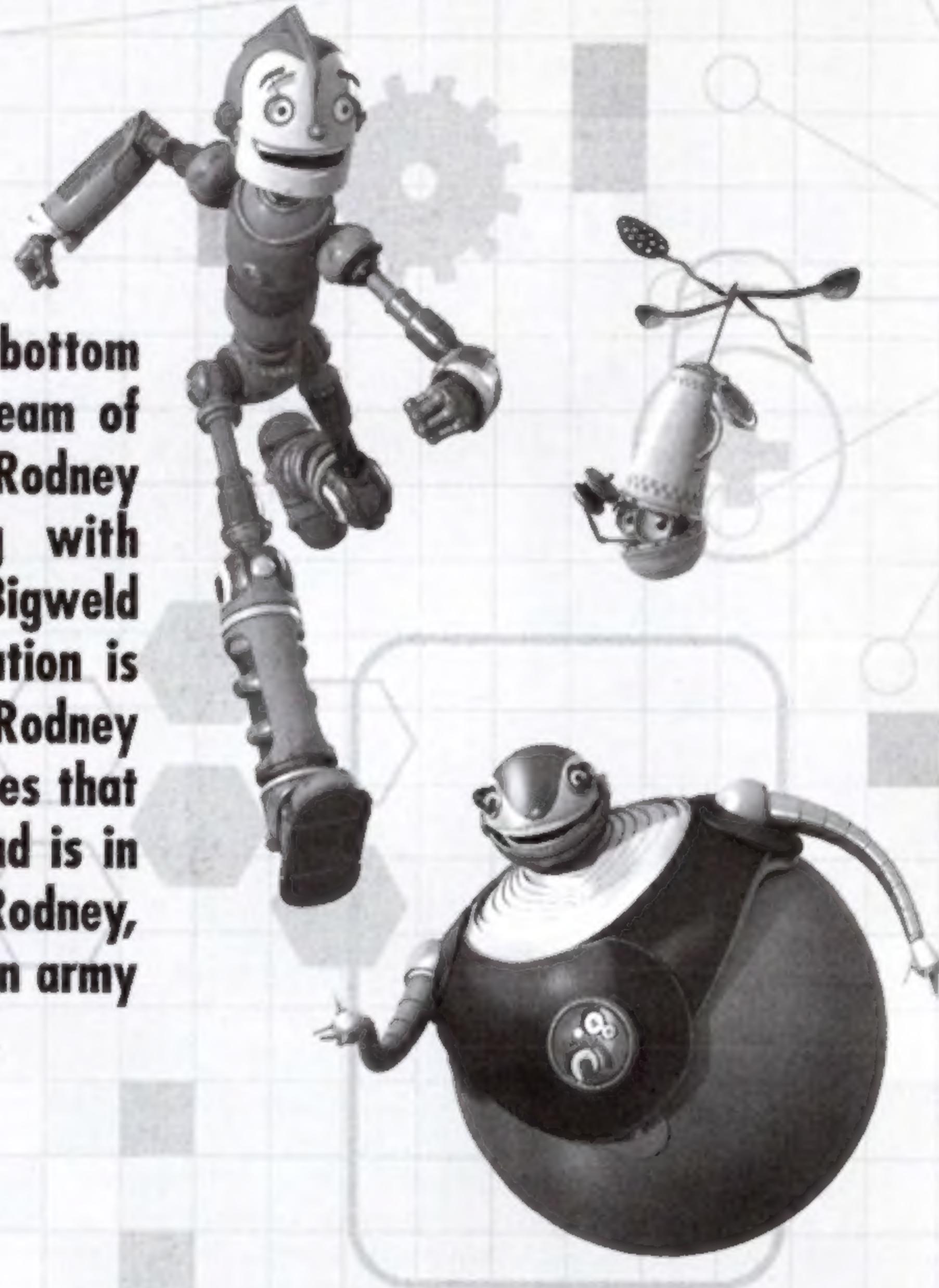
Introduction	2
Starting the Game	3
Navigation Map	6
Playing the Game	10-19
Credits	20-21
License Agreement	22-inside back cover



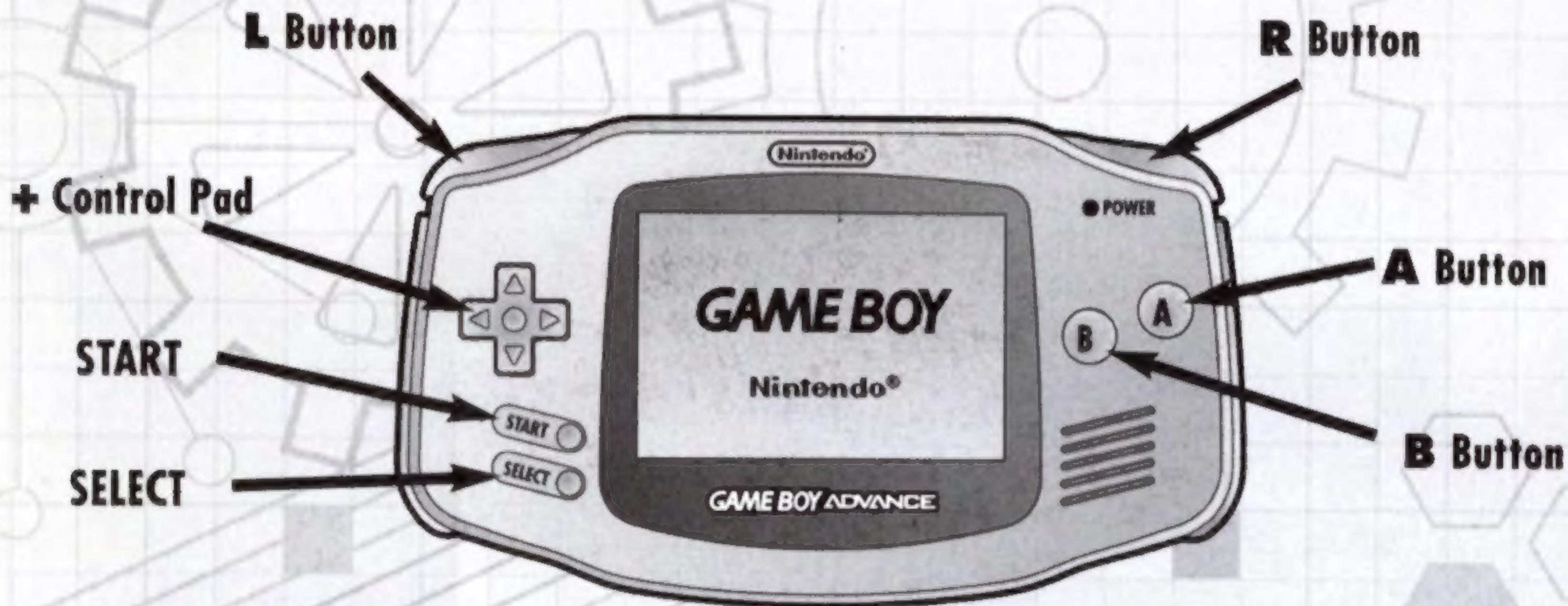
Robots TM & © 2005 Twentieth Century Fox Film Corporation. All rights reserved. Twentieth Century Fox, Fox Interactive, Robots, and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. Certain technology © 2005 Amaze Entertainment, Inc. Amaze Entertainment and the Amaze Entertainment / Griptonite logos are registered trademarks of Amaze Entertainment, Inc. in the United States and/or other countries. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

Introduction

A gifted young inventor, Rodney Copperbottom moves to the big city to realize his dream of working for his childhood hero, Bigweld. Rodney arrives at Bigweld Industries along with Wonderbot, his mechanical sidekick. But Bigweld is mysteriously absent, and the corporation is now run by Ratchet and his evil bots. Rodney meets a gang of Rusties, colorful outmodes that help him discover an evil plot: Robot-kind is in danger of being reduced to scrap metal! Rodney, the young and brave bot, has to defeat an army of mechanical minions to save his friends.



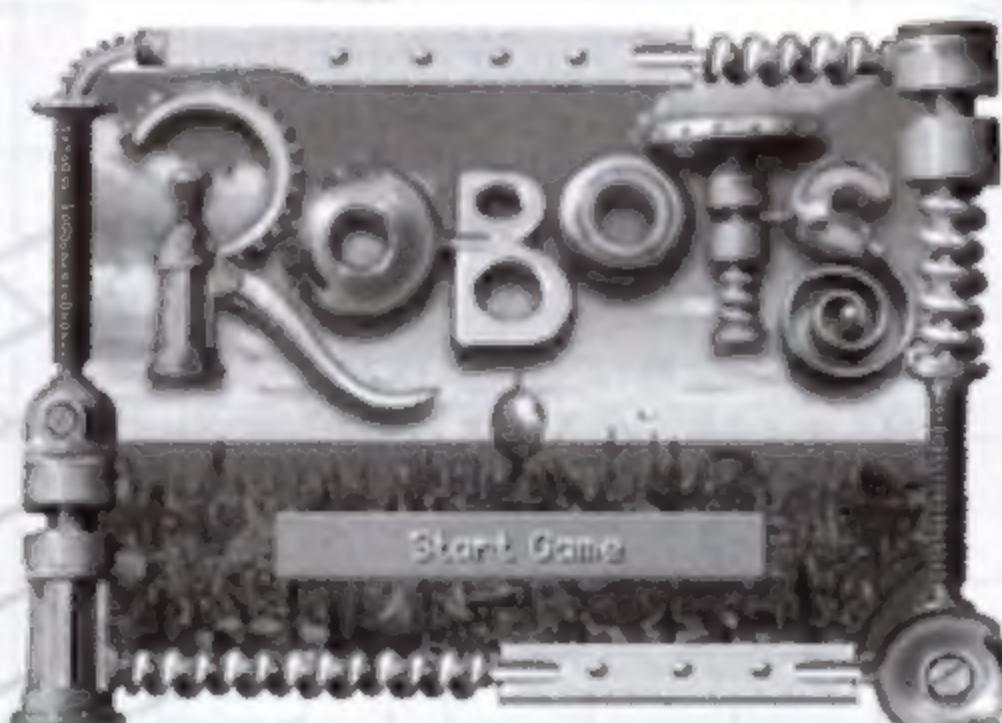
Starting the Game



1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is ON.
2. Insert the *Robots* Game Pak into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the power switch.
4. The Legal Screen appears, followed by the introduction sequence.
5. Press the A Button to advance to the Title screen.
6. When the Title screen appears, press START to advance to the Main menu. (pg. 4)

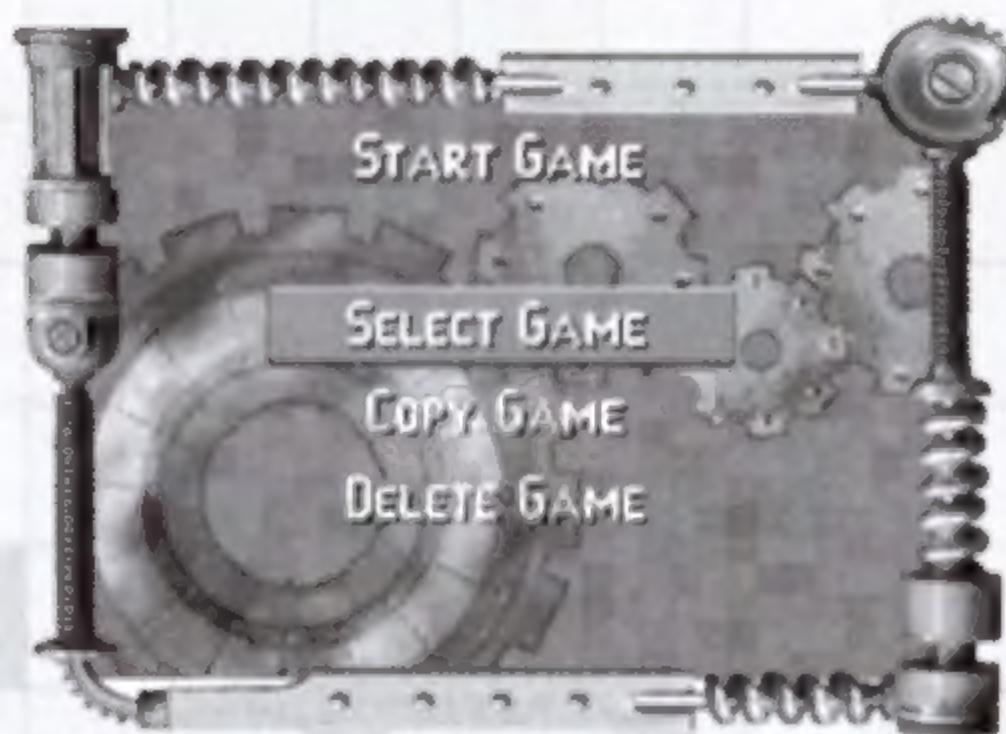
Getting Started

Title Screen



Insert the *Robots* Game Pak into the Game Boy® Advance and turn on the system. Press START on the title screen to begin the game.

Main Menu Screen



Select Game: Choose a SAVED GAME to play.

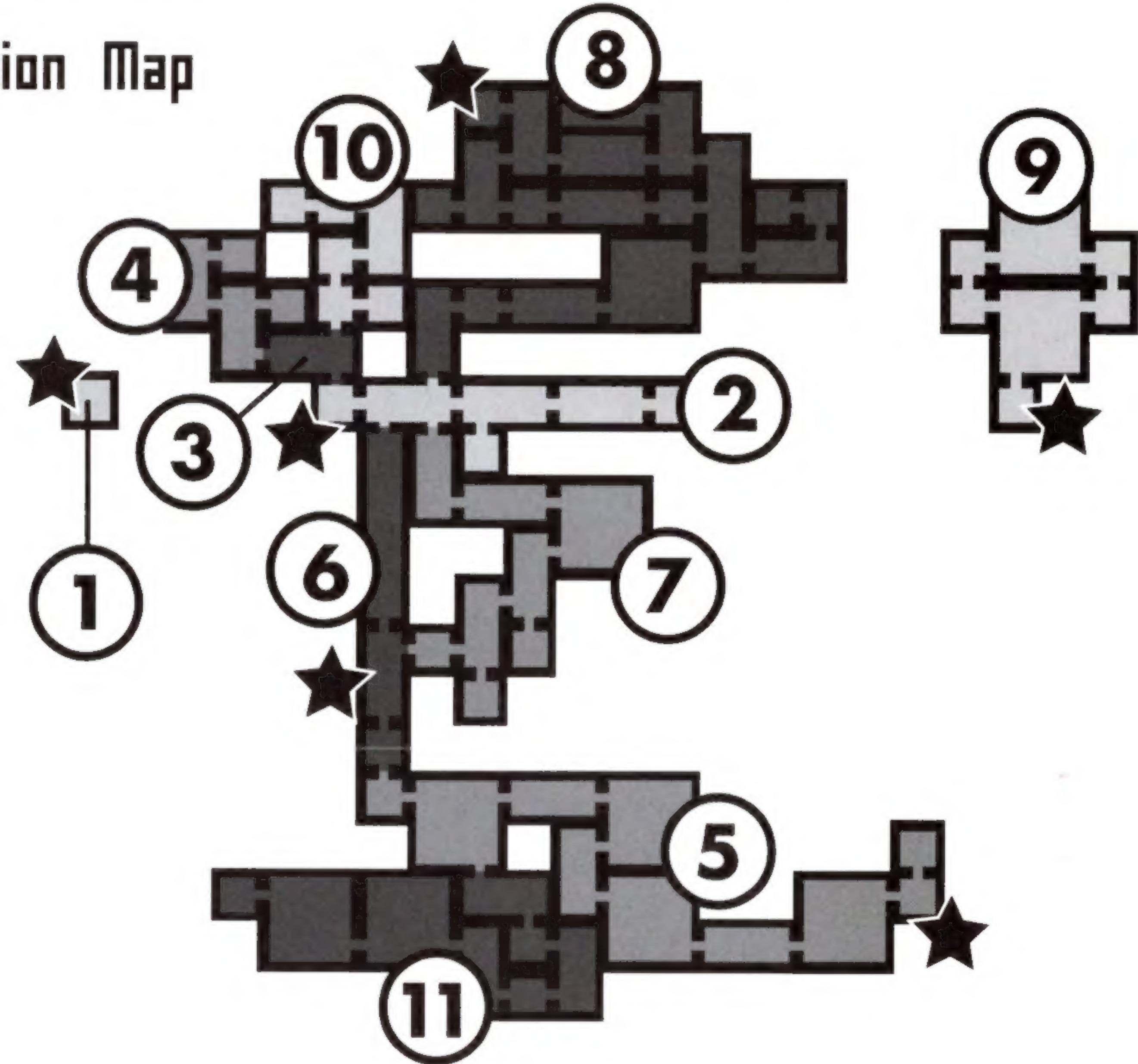
Copy Game: Copy a SAVED GAME.

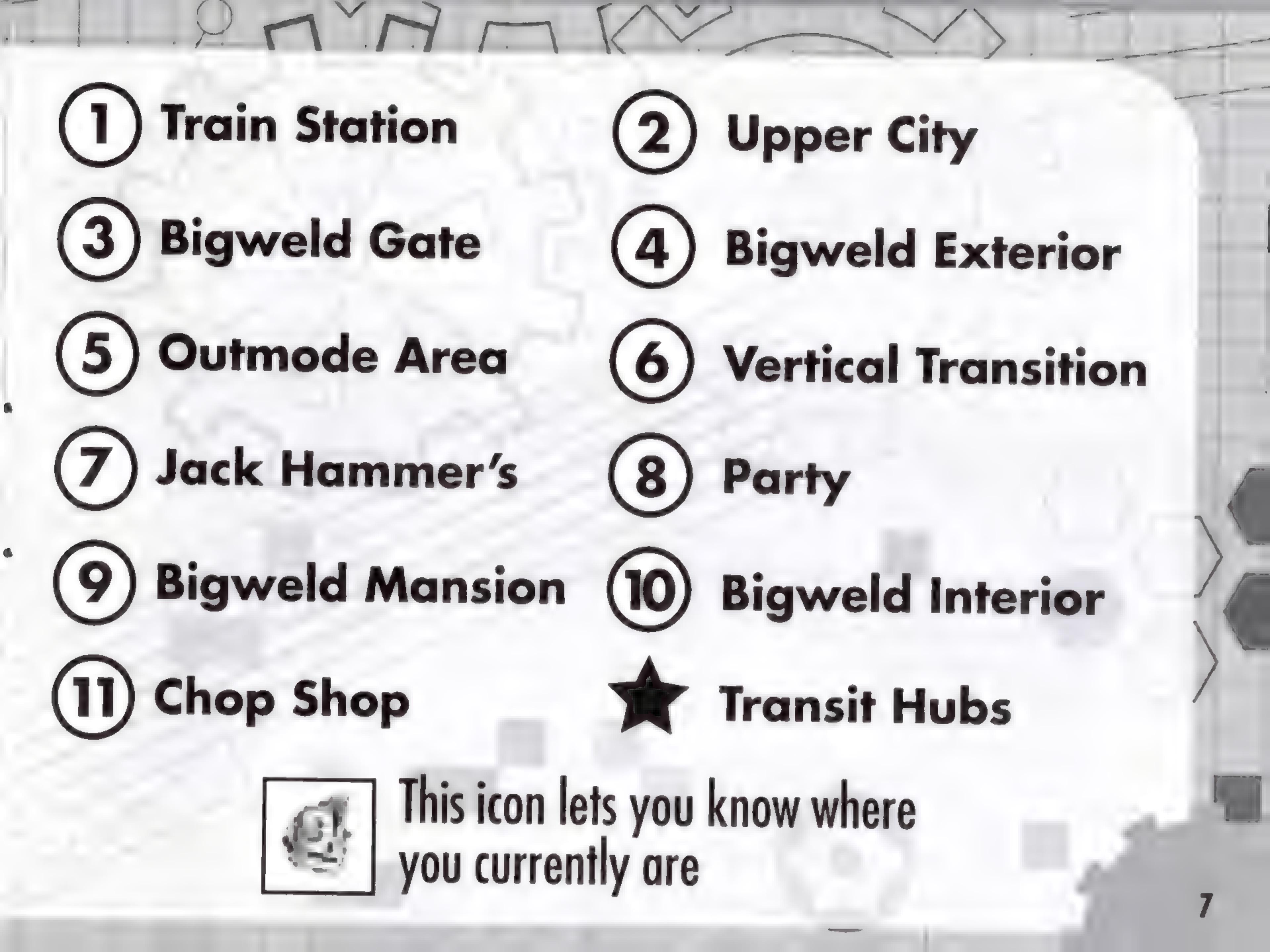
Delete Game: Delete a SAVED GAME.

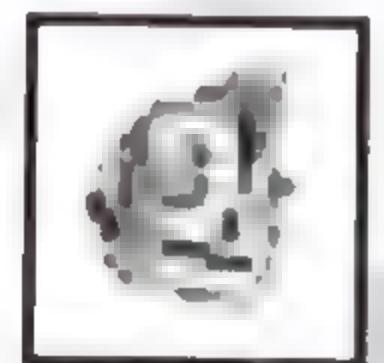
Game Controls

CONTROL	ACTION
+ Control Pad	Move Rodney/Wonderbot
A Button	Jump
B Button	Attack; Wonderbot return; Talk to friendly robots; Use Transit Hubs
L Button	Switch Weapon
R Button	Activate Wonderbot Control
A Button (Press and Hold)	Use Wonderbot Glide (after upgrade)
A Button, then R Button	Activate Wonderbot Trampoline (after upgrade)
A Button (when under a Zip Line wire)	Wonderbot Zip Line (after upgrade)
R Button (when standing on drillable area)	Wonderbot Drill (after upgrade)
START	Pause
SELECT	Map & Inventory

Navigation Map

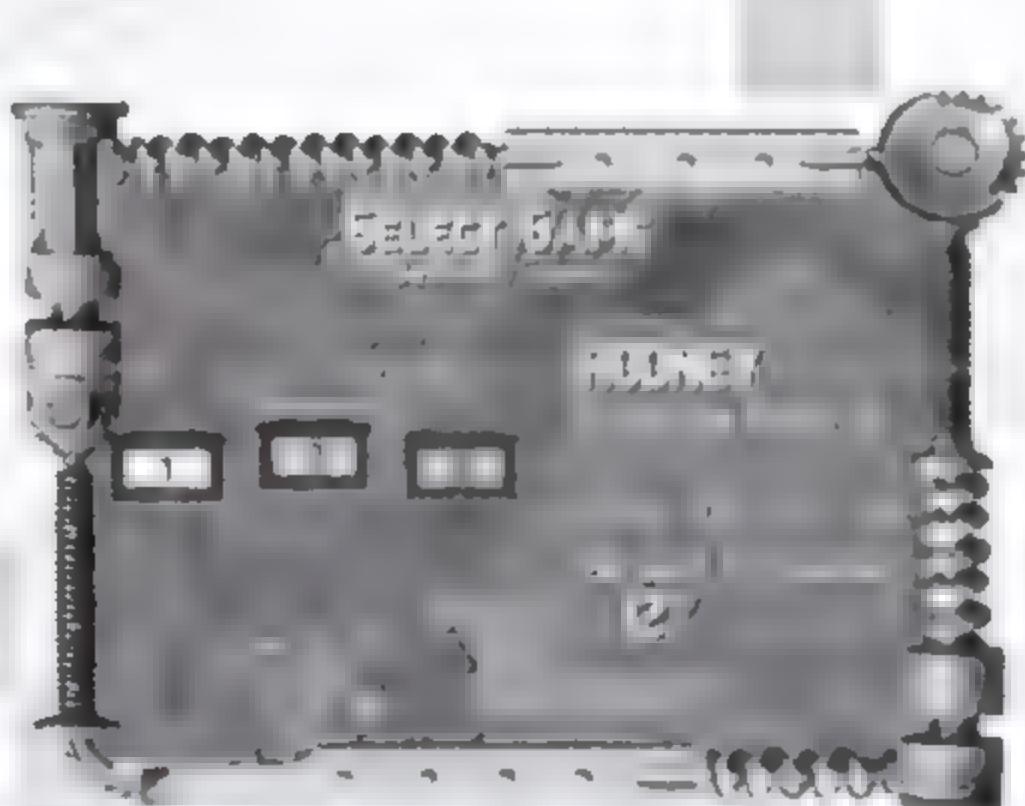
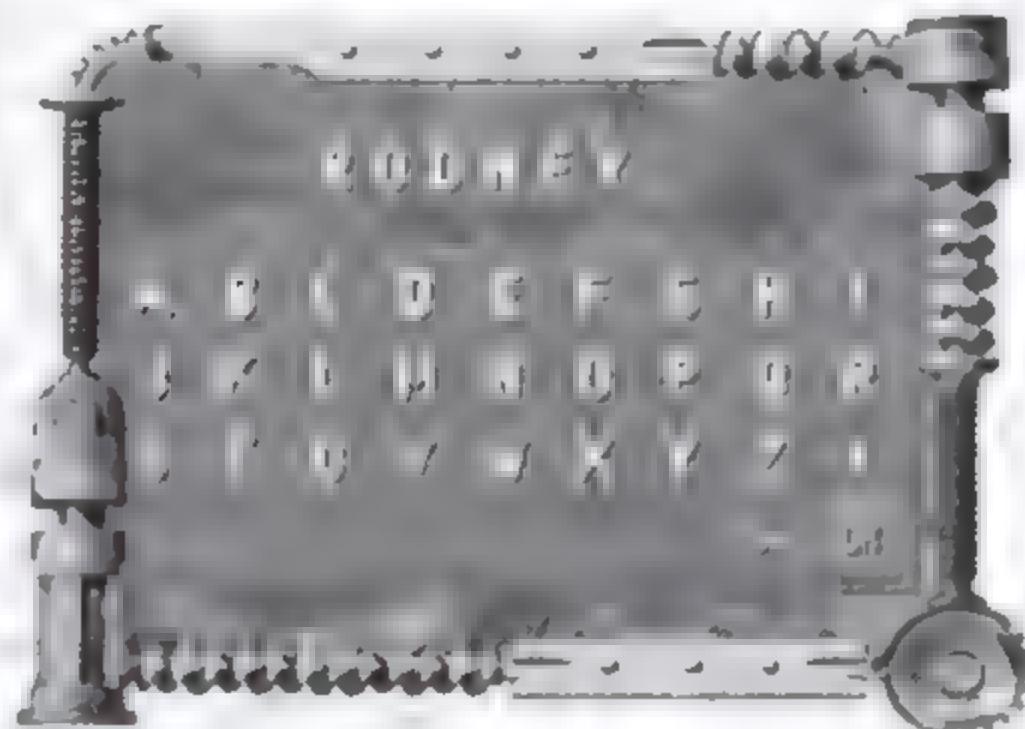


- 
- 1 Train Station**
 - 2 Upper City**
 - 3 Bigweld Gate**
 - 4 Bigweld Exterior**
 - 5 Outmode Area**
 - 6 Vertical Transition**
 - 7 Jack Hammer's**
 - 8 Party**
 - 9 Bigweld Mansion**
 - 10 Bigweld Interior**
 - 11 Chop Shop**
 - ★ Transit Hubs**



This icon lets you know where
you currently are

Select Game



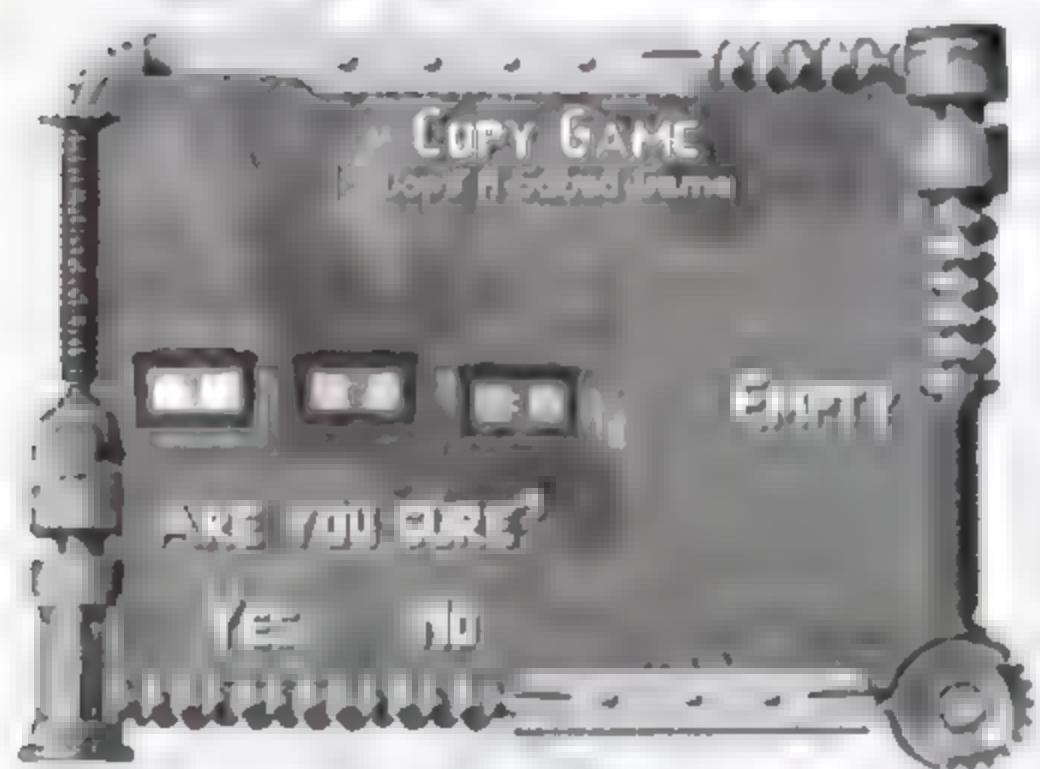
To name your new **SAVED GAME**:

1. Use the + Control Pad to highlight the character you want and then press the **A** Button.
 - To delete a character, highlight **Del**, then press the **A** Button.
 - To return to the **SAVED GAME** selection screen, press the **B** Button.
2. Continue adding characters until you have completely spelled the name you want. Then highlight **OK** and press the **A** Button to begin play.

To select a previously saved game:

1. Use the + Control Pad to highlight a previously saved game.
2. Press the **A** Button to begin play.

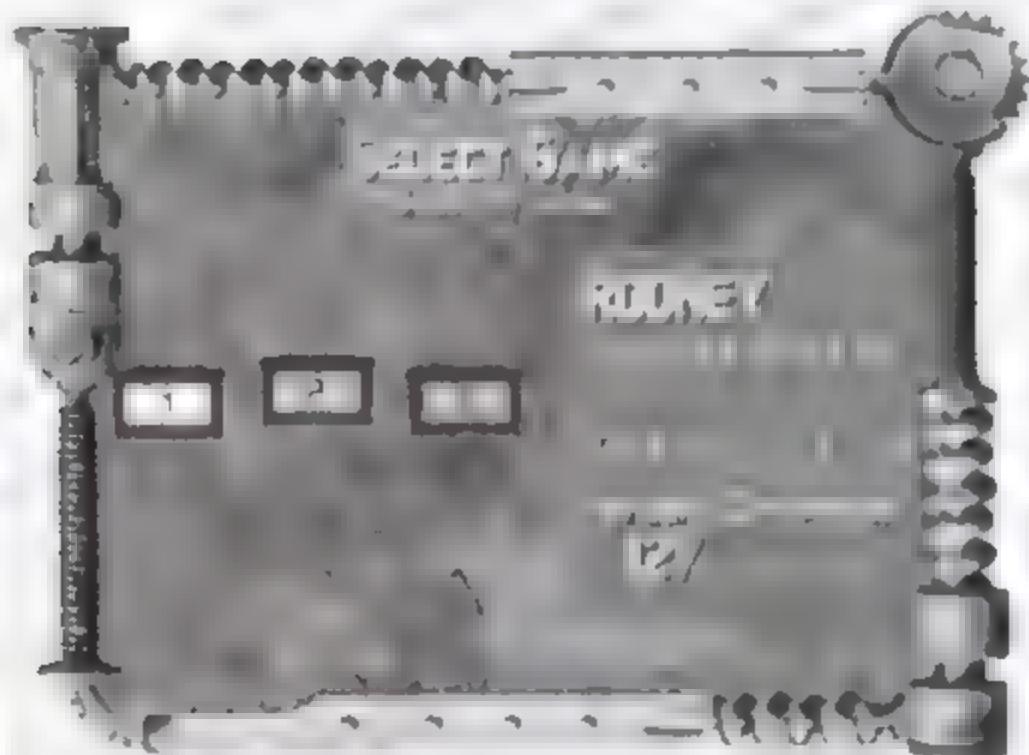
Copy Game



To copy one **SAVED GAME** to another **SAVED GAME**:

1. Highlight a previously saved game, then press the **A** Button.
2. Highlight a saved game you wish to copy to, then press the **A** Button.
3. Use the + Control Pad to highlight YES to confirm, or NO to cancel, then press the **A** Button.
 - At any point, press the **B** Button to cancel to the previous step.

Delete Game



To delete a **SAVED GAME**:

1. Highlight a previously saved game, then press the **A** Button.
2. Use the + Control Pad to highlight YES to confirm, or NO to cancel, then press the **A** Button.
 - At any point, press the **B** Button to cancel to the previous step.

Playing the Game

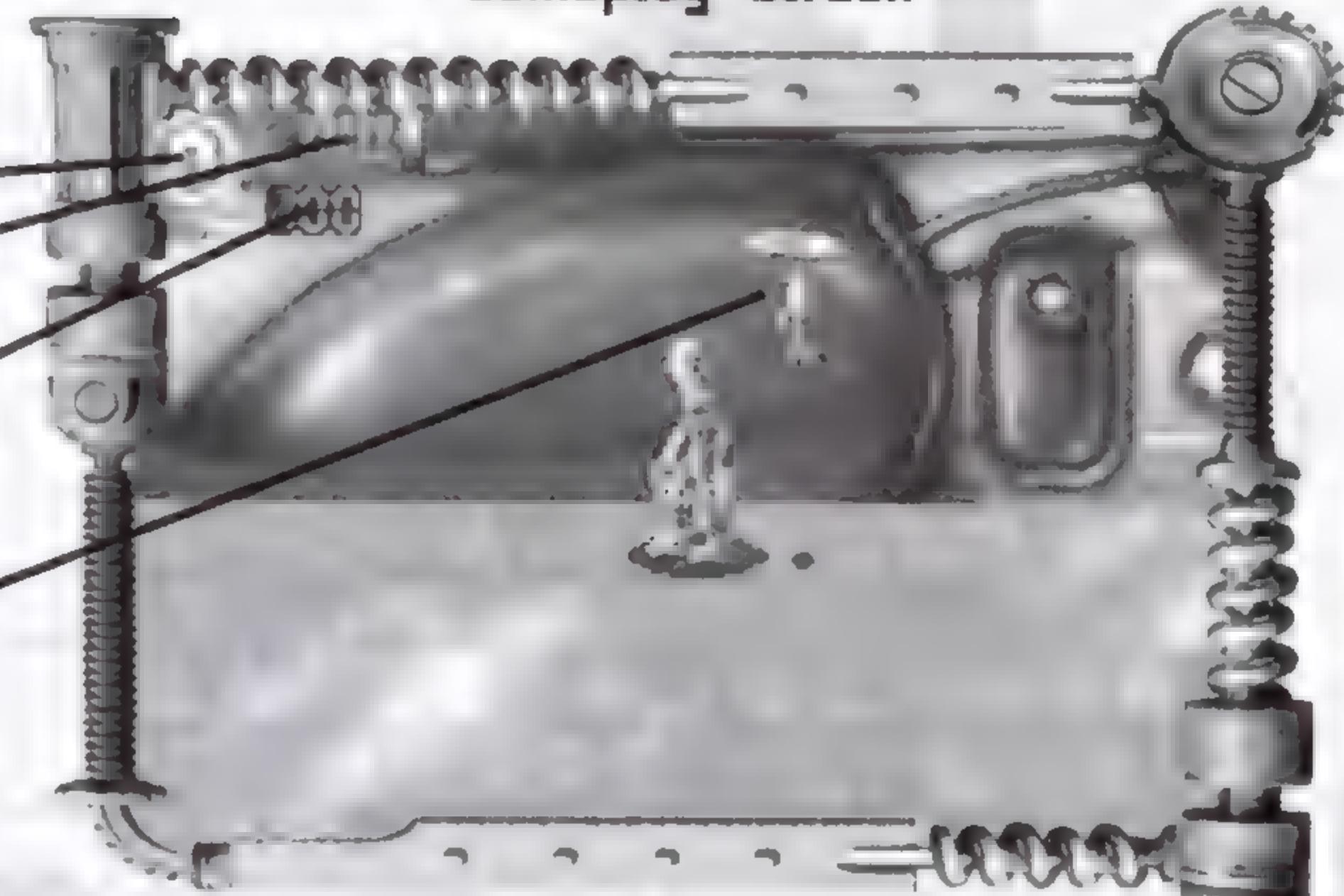
Selected Weapon

Health Bar

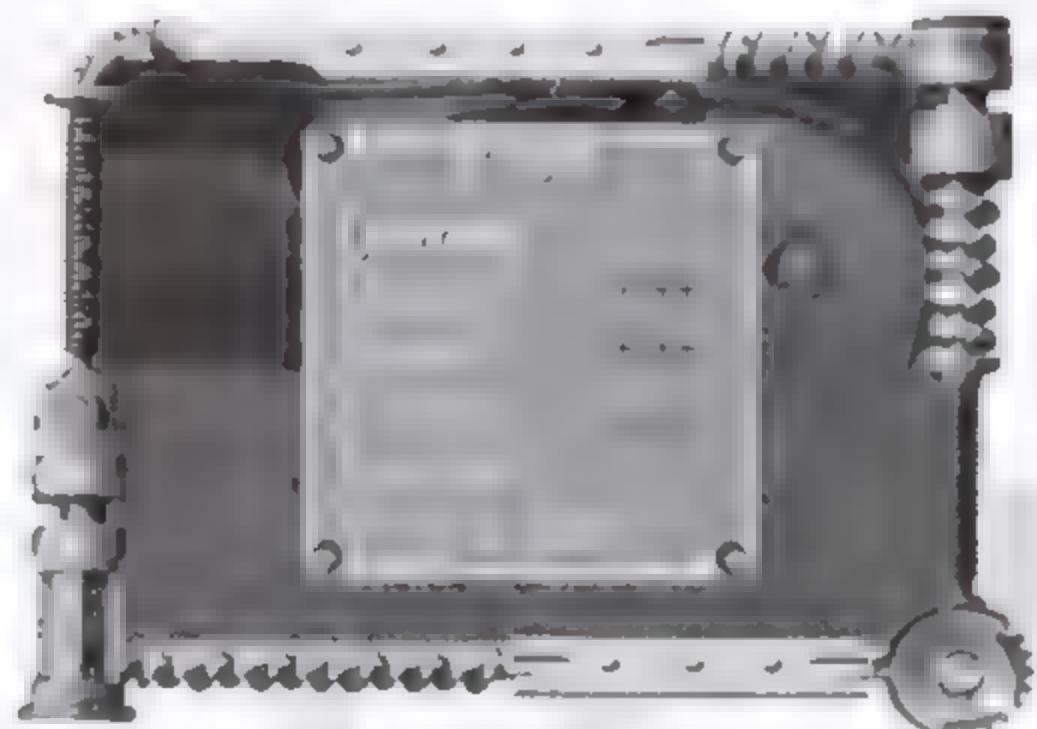
Gadget Counter

Wonderbot

Gameplay Screen

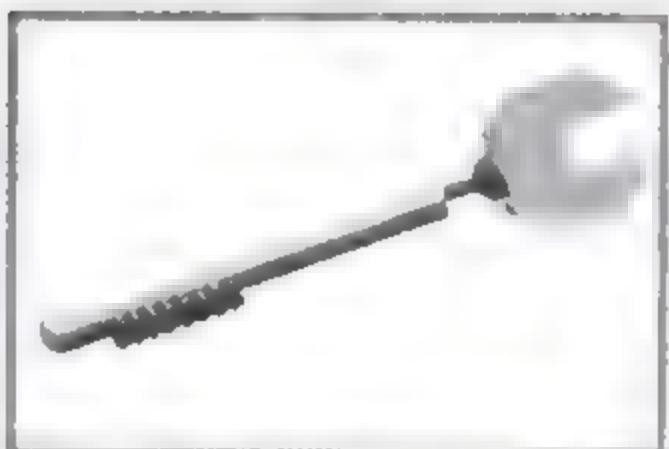


Pause Menu



- Continue:** Resume gameplay
- Music:** Adjust music volume
- Sound:** Adjust volume of sound effects
- Gamma:** Adjust image brightness
- Gallery:** View gallery images collected throughout the city
- Save & Quit:** Save current game and exit to the TITLE screen

Rodney's Gadgets



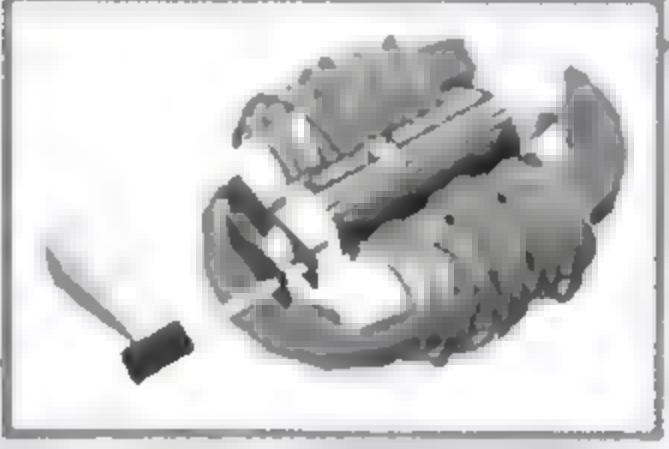
Wrench Gadget

As the only way to defend himself at first, Rodney swings the Wrench in front of him when the **B** Button is pressed. When a wrench makes contact with an enemy bot, a series of combo swings can be performed by repeatedly pressing the **B** Button. During the game, Rodney finds parts to upgrade the basic wrench to more powerful wrenches.



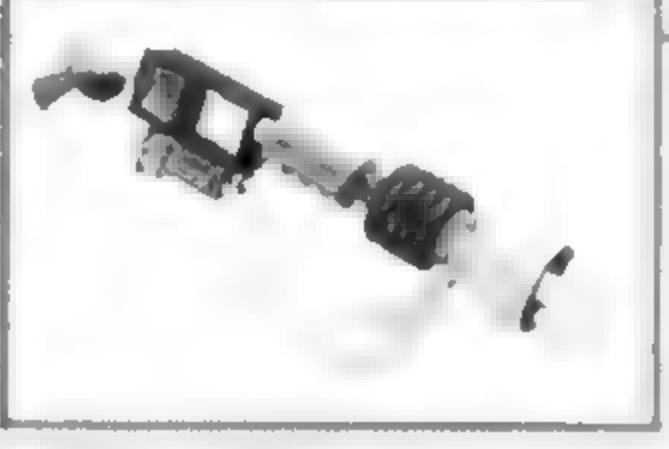
Scrap Launcher Gadget

When equipped, the Scrap Launcher sprays nuts, bolts and other metal objects on the screen by pressing the **B** Button. Holding down the **B** Button shoots a steady stream of scrap. Rodney can jump and shoot the Scrap Launcher at the same time. The Scrap Launcher has a limited amount of shots at first. Once depleted, it won't function anymore until more scrap is found. During the game, there are several opportunities for Rodney to upgrade the Scrap Launcher.



Magno Grenade Gadget

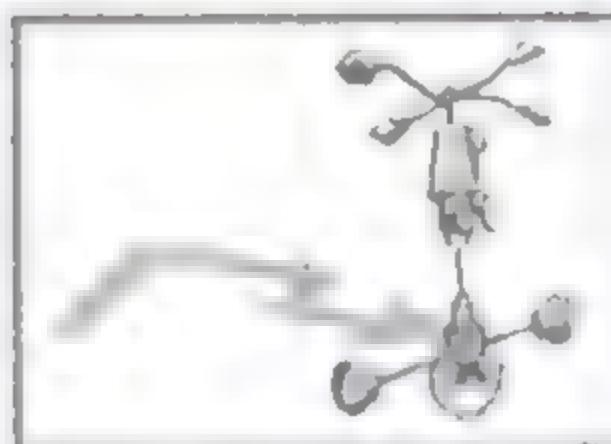
The Magno Grenade is a small ball that Rodney tosses to create a temporary magnetic field that draws in nearby baddies, disabling them for a short period of time. Pressing the **B** Button tosses one grenade. If a grenade hits the floor or an enemy, it will explode automatically after a few seconds. Likewise, if a countdown grenade is touched by anything, including Rodney, it blows up. There are several opportunities for Rodney to upgrade the Magno Grenade.



Electro Zapper Gadget

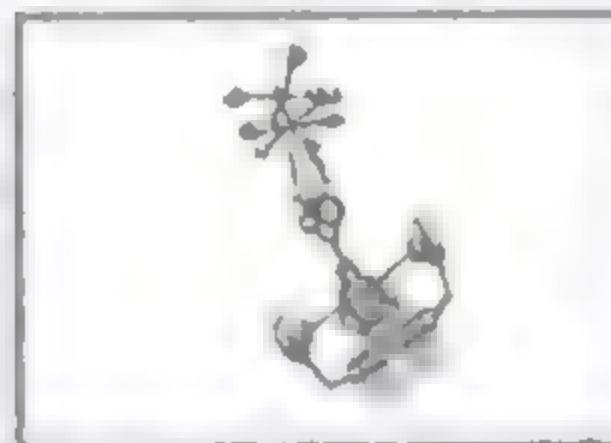
The Electro Zapper shoots bolts of electricity across the screen that home in on nearby enemies. Holding down the **B** Button sprays a steady stream of electricity. Rodney can jump and shoot the Electro Zapper at the same time. The gun has a limited amount of energy at first. Once depleted, it won't function anymore until more replacement Electro Zapper Shots are found. During the game, there are many occasions for Rodney to upgrade the Electro Zapper.

Wonderbot Actions



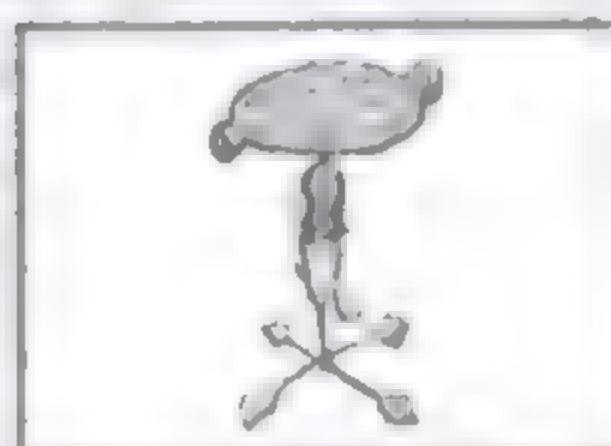
Wonderbot Remote

This ability allows Rodney to take control of the Wonderbot to explore areas that Rodney himself can't get to.



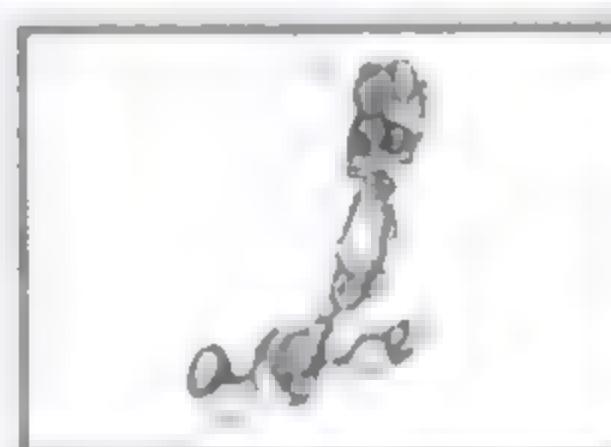
Wonderbot Glide

This ability allows Rodney to grab hold of the Wonderbot during a jump, gliding a further distance than a normal jump.



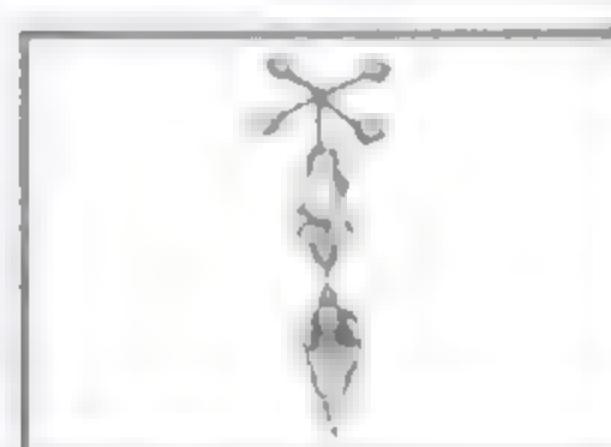
Wonderbot Trampoline

This ability allows Rodney to reach heights that are normally too high for him to reach with his regular jumping.



Wonderbot Zip Line

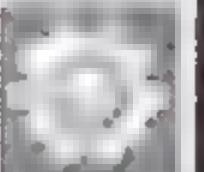
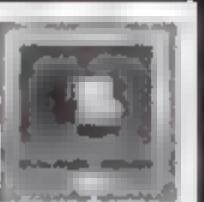
This ability allows Rodney to slide along various zip lines located throughout the city.



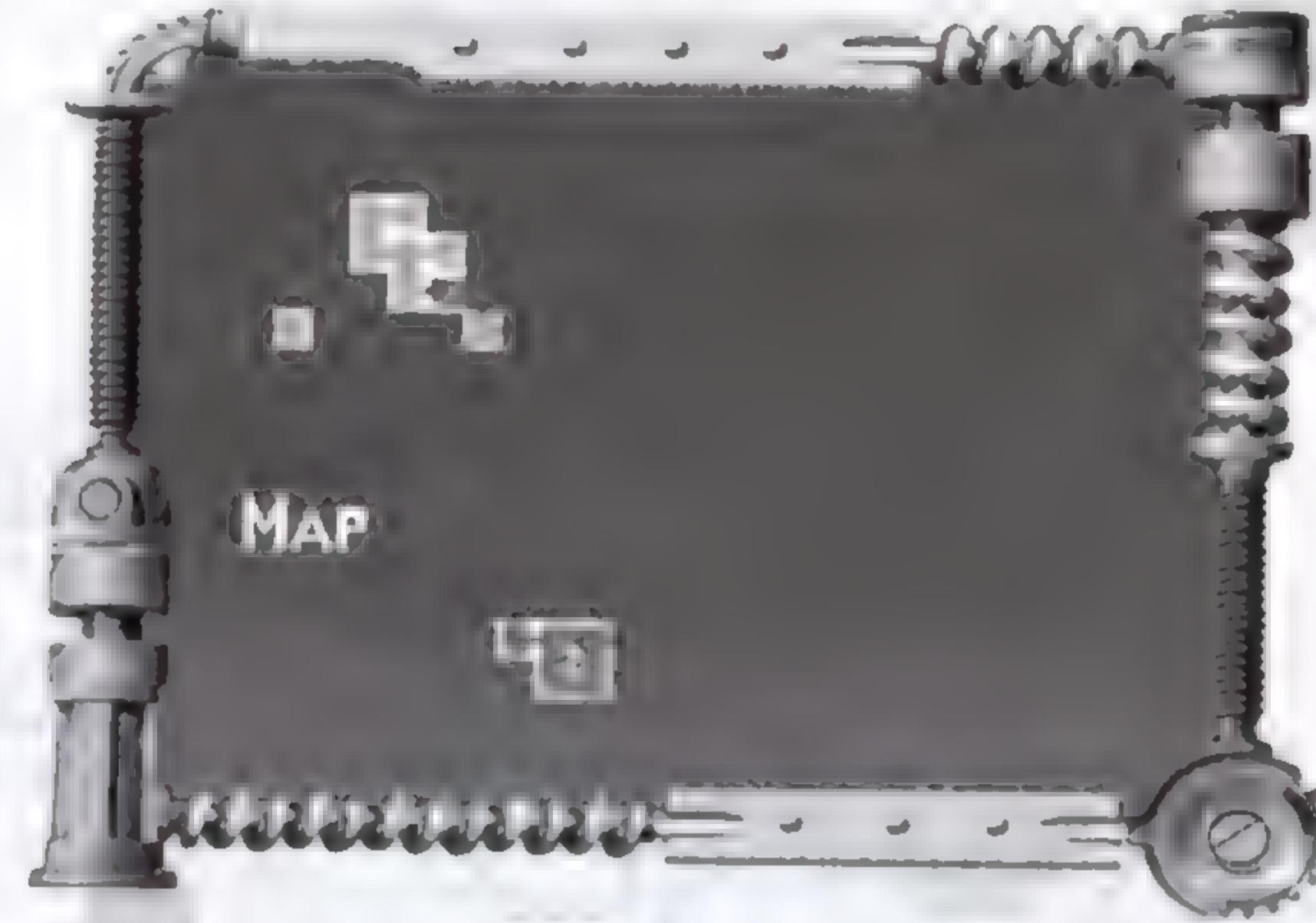
Wonderbot Drill

This ability allows Rodney to dig his way into certain nooks and crannies in parts of the city.

Power Ups

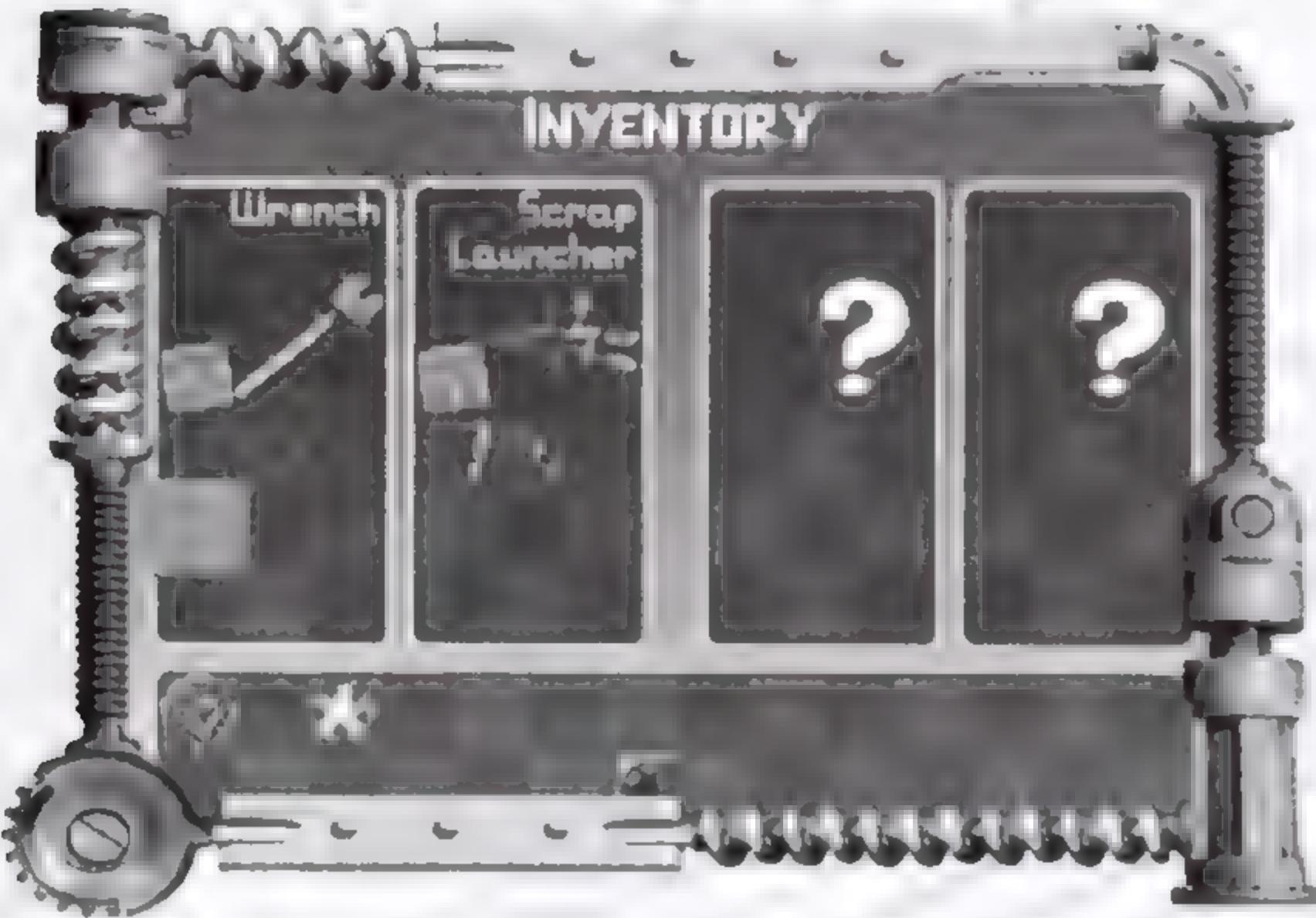
	Health Up – Restores a portion of Rodney's health meter.
	Super Health Up – Restores a larger portion of Rodney's health meter.
	Health Increase – Adds one bar to Rodney's health meter.
	Scrap – Increases your Scrap Launcher ammo count.
	Magno Grenades – Increases your Magno Grenade count.
	Electro Zapper Charges – Increases your Electro Zapper count.
	Blueprint – Allows Rodney to create new gadgets. Rodney starts out with the Wrench Blueprint. Find the other three in the city to build the Scrap Launcher, Magno Grenade and Electro Zapper.
	Gallery Image – There are 50 gallery images hidden throughout the city. Find them and then look at them in the Gallery.

Map Screen



Pressing **SELECT** during the game brings up the Map Screen. The Map Screen shows your current location and reveals more and more of the city as Rodney progresses through the game. Press the **L** or **R** Button to switch to the Inventory Screen. Press the **B** Button to return to the game.

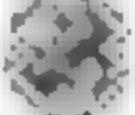
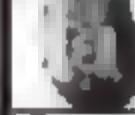
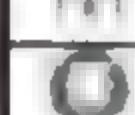
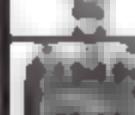
Inventory Screen



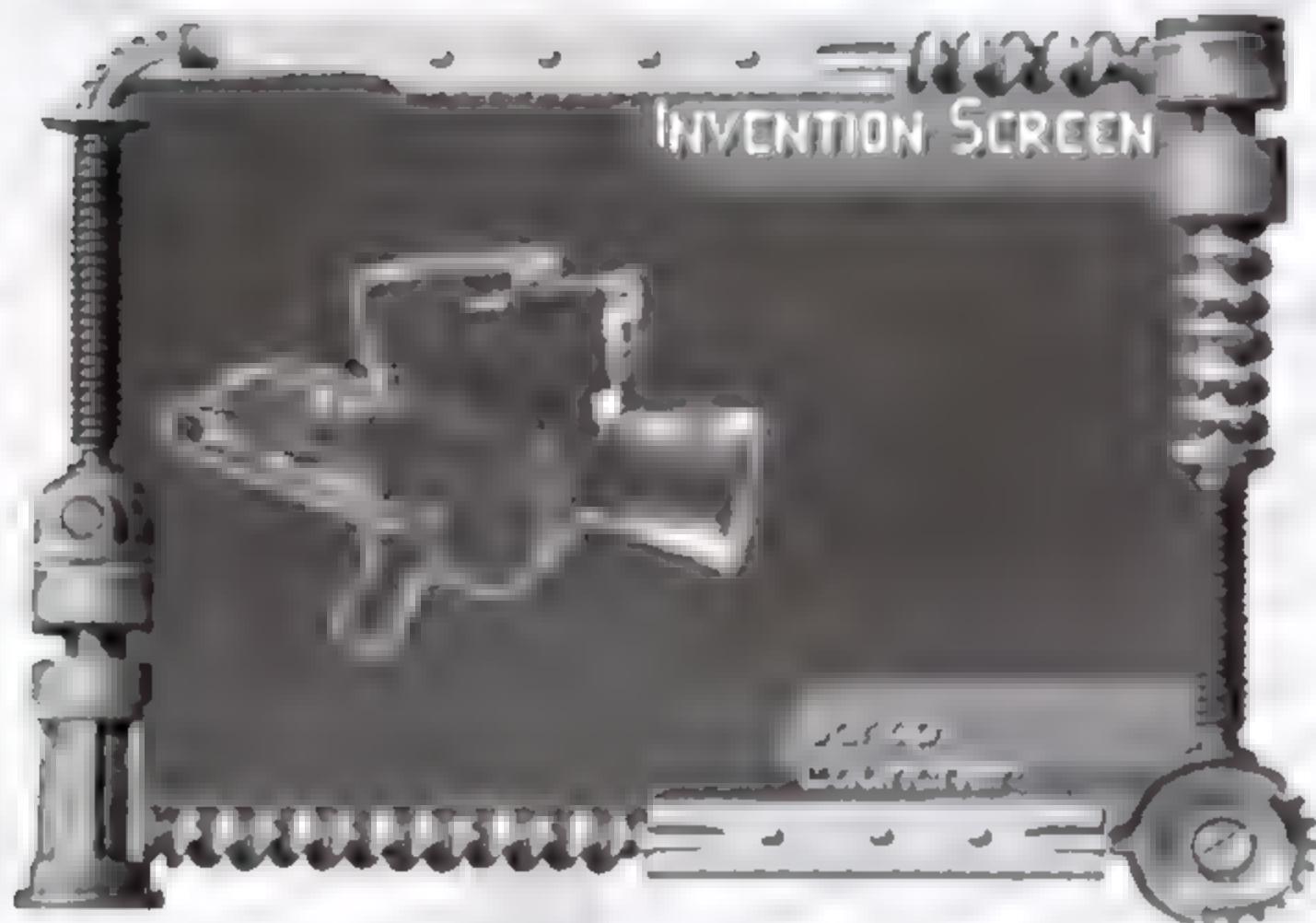
The Inventory Screen lets you keep track of all the gadget pieces and items you've collected in the game. Gadget pieces are stored in the upper portion of the screen. If a gadget piece has a green exclamation point on it, it means you can place it on the Invention Screen. Move the cursor with the + Control Pad and press the **A** Button.

Other items collected in the game appear in the lower portion of the Inventory Screen. These are usually things that other robots in the city are looking for. When you give an item to another robot, a green checkmark appears letting you know the task is complete. On the following page is a key with the names of each item you will collect and which slot it will go into in your inventory. Press the **L** or **R** Button to switch to the Map Screen. Press the **B** Button to return to the game.

Item Key

Slot 1	 Gyroscope	Slot 1	 Electro Insulator
Slot 2	 Nanoscope	Slot 2	 Power Battery
Slot 3	 Sprocket	Slot 3	 Radial Bearing
Slot 4	 Widget	Slot 4	 Roller Bearing
Slot 5	 Spur Gear	Slot 5	 Magnotron
Slot 6	 Helical Gear	Slot 6	 Magnetic Axel
Slot 7	 Bevel Gear	Slot 7	 Turbo Charger
Slot 8	 Hypoid Gear	Slot 8	 Megazistor
Slot 9	 Coolant	Slot 9	 Minizistor
Slot 10	 Nano Compressor	Slot 10	 Light Bulb
Slot 11	 Oil Compressor	Slot 11	 LED Array
Slot 12	 Fan Motor	Slot 12	 Waste Management Unit
Slot 13	 Fan Belt	Slot 13	 Solar Panel
Slot 14	 Diode Array	Slot 14	 Pixel Processing Unit

Invention Screen

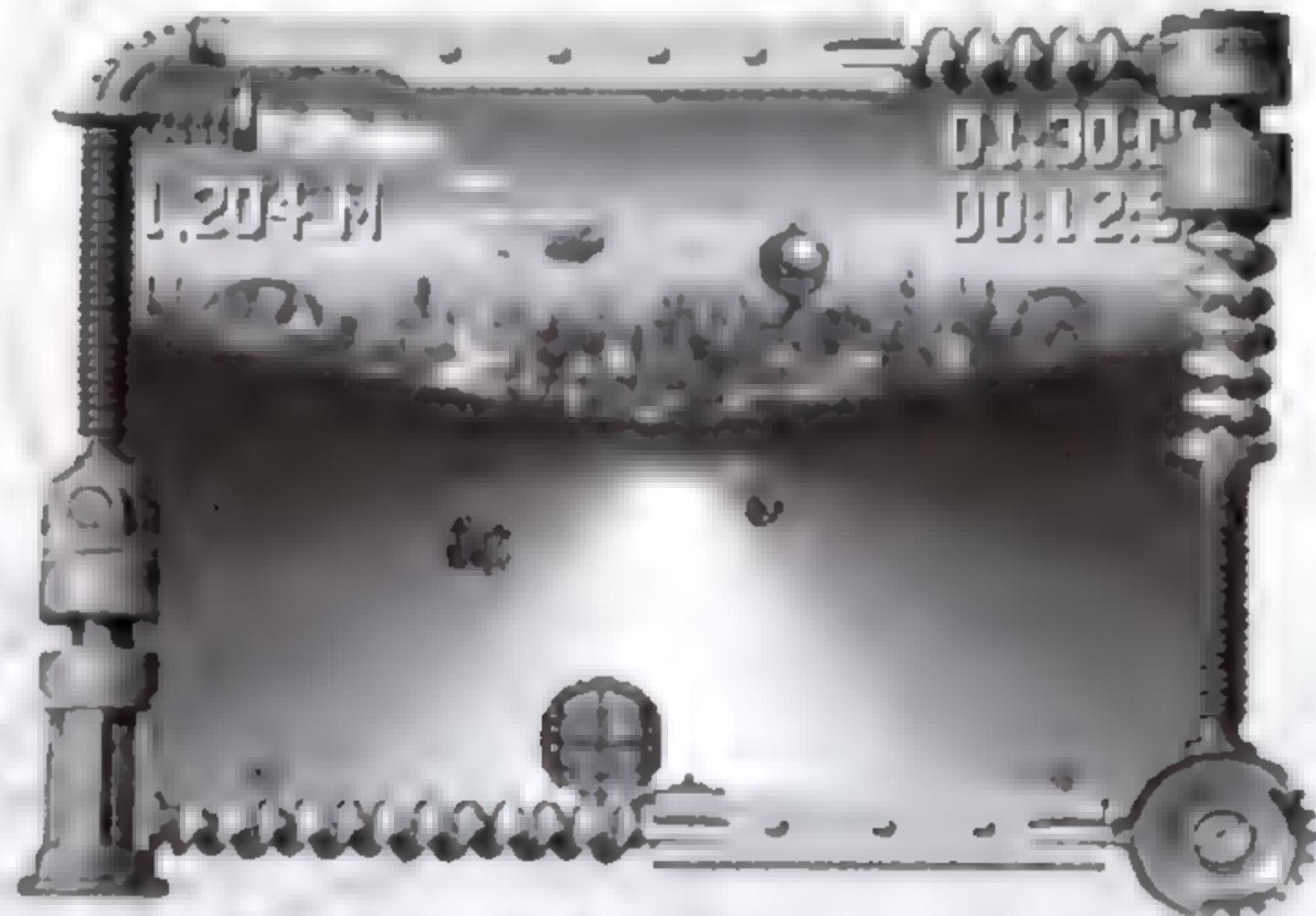


- Use the **L** and the **R** Button to rotate your upgrade piece.
- Use the **+** Control Pad to move the upgrade piece around on the blueprint.
- Once the upgrade piece is properly positioned, it will flash. Press the **A** Button to lock things into place.



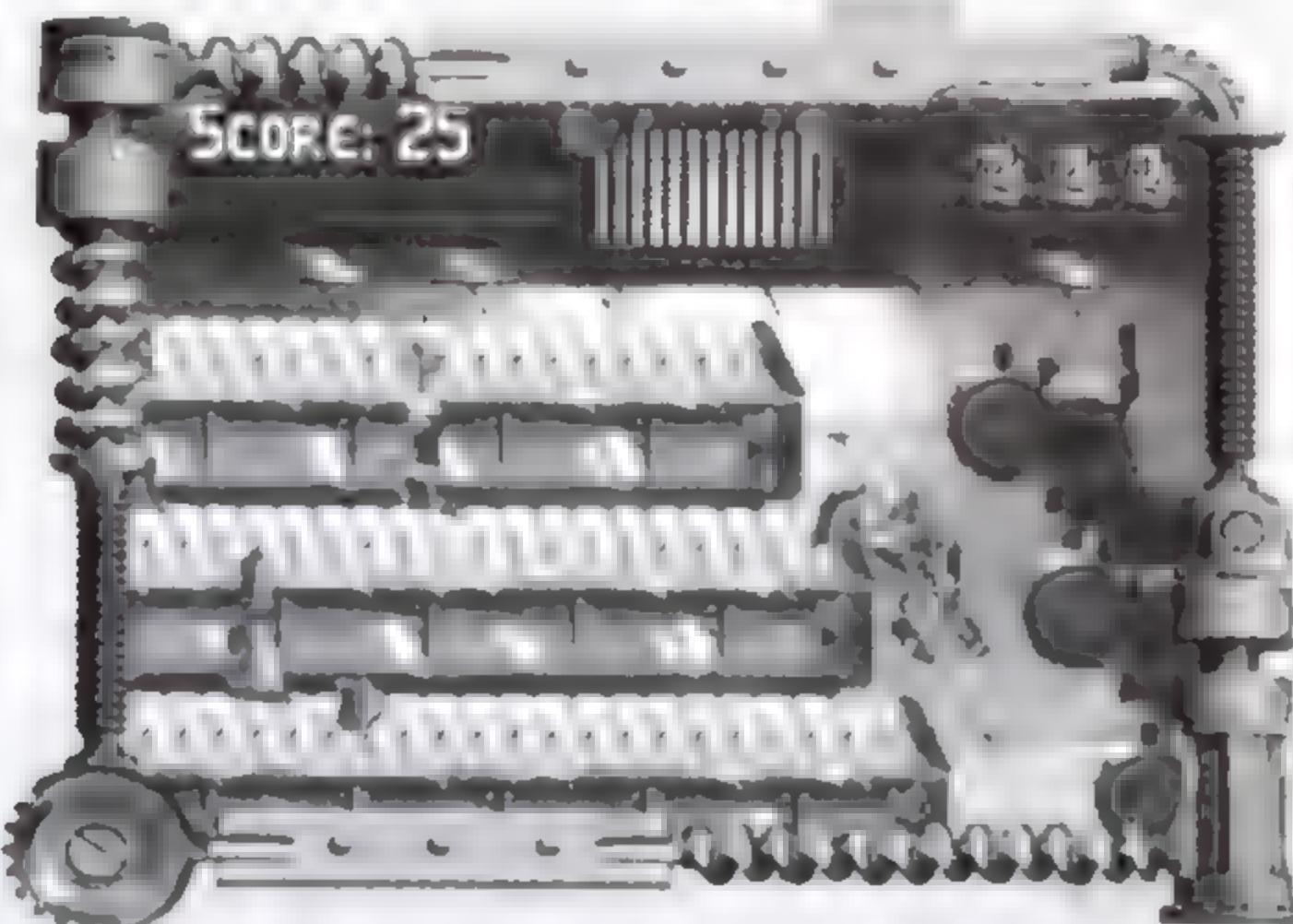
Once all the gadget pieces have been collected and placed, the new gadget is ready for use.

Transit System



During the game, Rodney comes across Transit Stations that let him use the city's Transit System. Just walk up to a kiosk and press the B Button. On the transit track, use the + Control Pad to move Left and Right. Avoid hitting other transit balls. If the transit ball health meter reaches zero, Rodney is launched out of the Transit System and arrives automatically at his destination. Gather health pick-ups to restore the ball's health. Gather gadget pick-ups to add them to Rodney's inventory. Use the Transit System to quickly travel around the city. After Rodney's first time in the Transit System, it will be available from the Title Screen menu as a mini-game.

Jack Hammer's Oil Rush

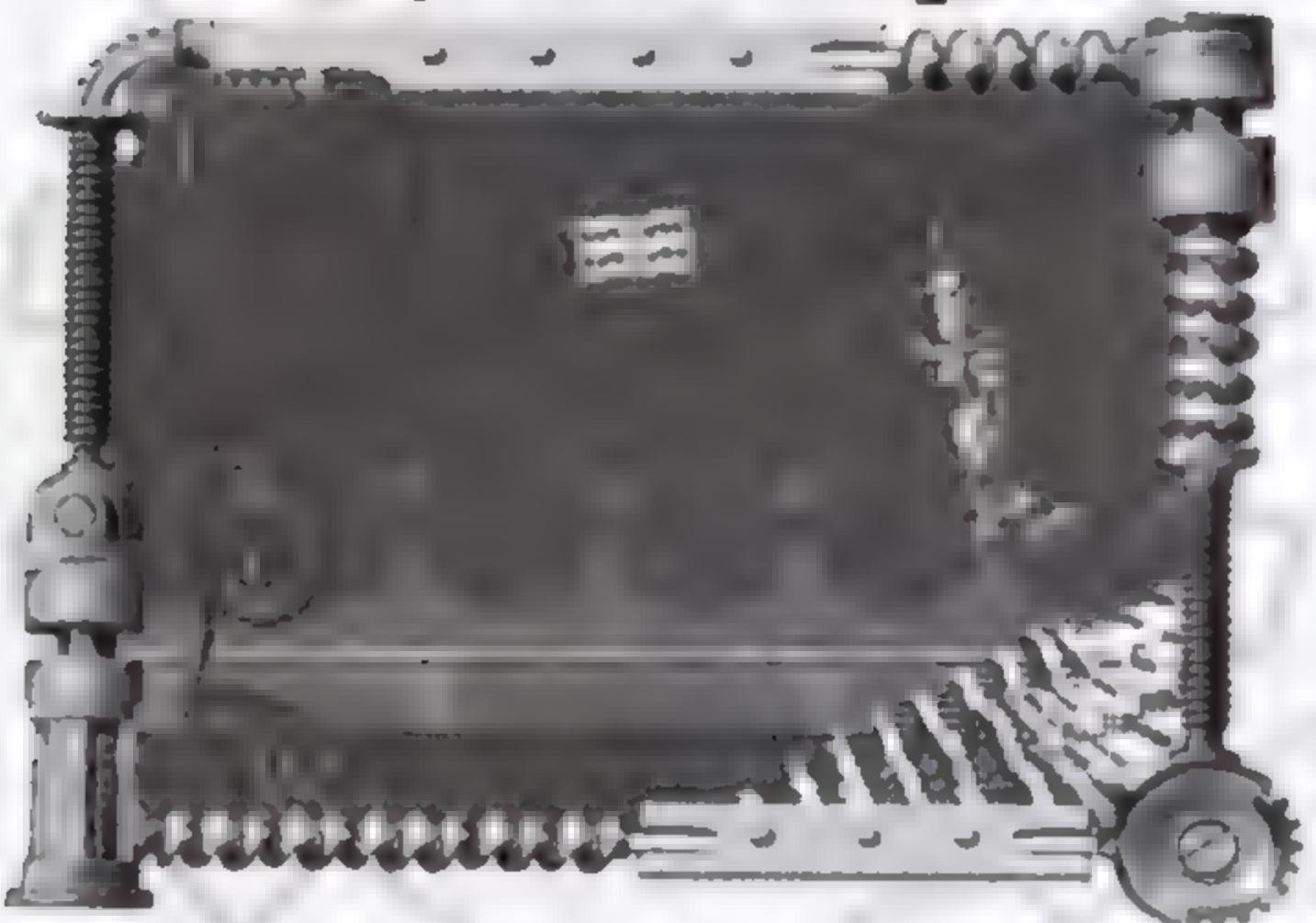


When Rodney meets Jack Hammer, he asks Rodney to help him out inside the store. Rodney must serve round after round of customers clamoring for oil. Use the + Control Pad to move Rodney Up and Down. Press the A Button to serve a canister of oil and send it down the conveyor belt. Keep it up until all the customers are off the screen.

Rodney loses one chance if any of the following happen:

- Rodney serves an oil canister and there is no customer to pick it up
- A customer sends back an oil canister, but Rodney isn't at the end of the conveyor belt to catch it
- A customer reaches the end of the conveyor belt

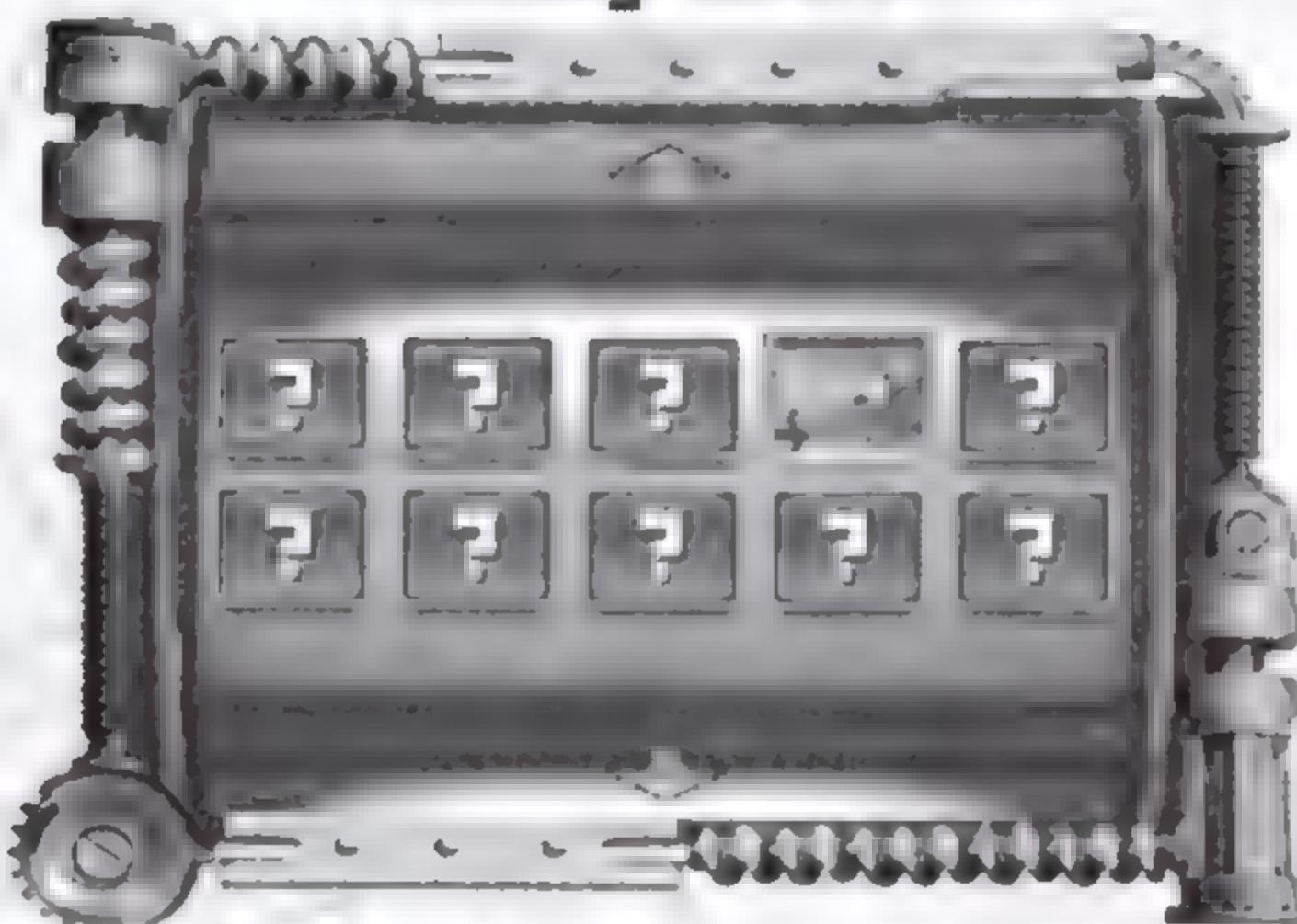
Zip Line Challenge



At the end of Bigweld Mansion, Rodney grabs onto a seemingly endless Zip Line course. Press the **A** Button to jump from one Zip Line to another. Press the **B** Button to use Rodney's Wrench to attack flying Dominoes. If Rodney loses the challenge, he'll be returned to Bigweld Mansion to replay the Zip Line.

After successfully completing the Zip Line Challenge, it will be available to play at any time from the Title Screen.

Gallery Screen



Access the Gallery Screen at any time by pausing the game and selecting **Gallery**. Use the **+** Control Pad to move the cursor Up, Down, Left and Right. If you have found a Gallery Image in the game, its thumbnail appears. Press the **A** Button to view the full sized image. Press the **B** Button to return to the Gallery Screen. Press the **B** Button on the Gallery Screen to return to the game.

There are 50 images total to discover and they include scenes from the *Robots* Movie, special stills created just for this game, and pre-production artwork.

Credits

A very special thanks to all of the wonderfully talented and brilliantly creative individuals at Blue Sky Studios for their guidance, support and continued inspiration. We could not have done it without you.

Fox Animation

Chris Meledandri
Kate Lewine

Special Thanks

Luke Letizia
Jamie Samson
Peter Byrne
Kate Carlyle
Steven Bersch
Greg Suarez
Gail Harrison

Griptonite Games - An Amaze Entertainment Studio

Executive Producer

Steve Ettinger

Producer

Mike Platteter

Lead Developer

Mike Dorgan

Lead Artists

Josh Riley
Eric Heitman

Developers

Robert Kirkpatrick
Steve Vallée
Marc Holl
Eli Ford
Jon Martin
Josh Meeds

Artists

Shawn Wood
Rich Werner
Tyler Finney
Jeff Foucart
Wiley Akins
Adam Houghton

Music and Sound

Ian Stocker

Level Design/Scripting

Tom Snider
Sam Beirne

Additional Art

Randy Briley
Marcus Howell
Rob Schoff
Jerry Vorhies
Jim Battaglia

QA Lead

Cheryl Perrins

Testing

Eric "Frog" Elders
Kyle Lingol
Alex Stamati

Game Designed by

Tom Snider
Sam Beirne
Mike Platteter
Eric Heitman & the Robots Team

Text

Mike Platteter

Generous help from

Michael Humes

Slanty Tool

Steve Brooks

Special Thanks

Mike, Luke & Greg at VU

Marc, Jesse & Athena

Joseph & Maria Platteter

Katy & Amanda Dorgan

Butterfly Girl

Isabelle Boudreau

Marc Deschesne

Guy Dufour

Dawn Hubbard

Jonathan Perrins

Candice Houghton & Bill Hicks

Bonnie Gorla & Baylie Gross

Alex, Kat, Peter & Elisabeth Snider

Halle & Maddog

The Kenmore Gang

Sheryl, Ross, Deborah and BJ

Jenny Ku & Jake the cat

Scott Perras

Amaze Entertainment

Executive Producers

Dan Elenbaas

David Mann

Creative Director

Phil Trumbo

Director of Development Services

Jack Brummet

Director of Design

Kris Summers

Director of Operations and Finance

Mike Dean

Director of Marketing

Curtis Asplund

Executive Studio Director,

KnowWonder

Lindsay Gupton

Executive Studio Director,

Adrenium Games

Michael Waite

Executive Studio Director,

The Fizz Factor

Rodney Gibbs

Executive Studio Director,

BlackShip Games

Scott K. Tsumura

**Special thanks to Amaze
Entertainment Operations**

Susan DeMerit

Stephanie Hjertager

Stephanie Card

Kevin Burdick

Paul Stokes

Christian Kimball

Customer Support

Technical Support

Phone: 310 649-8033, M-F, 8 am – 4:45 pm, PST

Internet: <http://support.vugames.com>

Customer Service

310-649-8008, M-F, 8 am – 4:45 pm, PST

Mail

VU Games
4247 South Minnewawa Avenue
Fresno, CA 93725

License Agreement

This software program, any printed materials, any online or electronic documentation (the "Program") are the copyrighted work of VU Games, Inc., or its licensors. All use of the Program is governed by the terms of the End User License Agreement which is provided below ("License"). The Program is solely for use by end users according to the terms of the License Agreement. Any use, reproduction or redistribution of the Program not in accordance with the terms of the License Agreement is expressly prohibited.

END USER LICENSE AGREEMENT

1. Limited Use License. VU Games, Inc. ("VUG") hereby grants, and by utilizing the Program you thereby accept, a limited, nonexclusive license and right to use one (1) copy of the Program for your use on Nintendo Game Boy® Advance game system.
2. Ownership. All title, ownership rights and intellectual property rights in and to the Program and any and all copies thereof (including but not limited to any titles, computer code, themes, objects, characters, character names, stories, text, dialog, catch phrases, locations, concepts, artwork, animations, sounds, musical compositions, audiovisual effects, methods of operation, moral rights, any related documentation, and "applets" incorporated into the Program) are owned by VUG or its licensors. The Program is protected by the copyright laws of the United States, international copyright treaties and conventions and other laws. All rights are reserved. The Program may contain certain licensed materials, and VUG's licensors may act to protect their rights in the event of any violation of this Agreement.
3. Responsibilities of End User.
 - A. Subject to the Limited Use License as set forth above, you may not, in whole or in part, copy, photocopy, reproduce, translate, reverse engineer, derive source code from, modify, disassemble, decompile, or create derivative works based on the Program, or remove any proprietary notices or labels on the Program without the prior consent, in writing, of VUG.
 - B. You are entitled to use the Program for your own use, but you are not entitled to: sell, grant a security interest in or transfer reproductions of the Program to other parties in

any way, nor to rent, lease or license the Program to others without the prior written consent of VUG; or exploit the Program or any of its parts for any commercial purpose.

4. **Program Transfer.** You may permanently transfer all of your rights under this License, provided the recipient agrees to the terms of this License.

5. **Termination.** This License is effective until terminated. You may terminate the License at any time by destroying the Program. VUG may, at its discretion, terminate this License in the event that you fail to comply with the terms and conditions contained herein. In such event, you must immediately destroy the Program.

6. **Limited Warranty.** VUG EXPRESSLY DISCLAIMS ANY WARRANTY FOR THE PROGRAM AND MANUAL(S). THE PROGRAM AND MANUAL(S) ARE PROVIDED "AS IS" WITHOUT WARRANTY OF ANY KIND, EITHER EXPRESS OR IMPLIED, INCLUDING, WITHOUT LIMITATION, THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, OR NONINFRINGEMENT. ANY WARRANTY AGAINST INFRINGEMENT THAT MAY BE PROVIDED IN SECTION 2-312(3) OF THE UNIFORM COMMERCIAL CODE AND/OR IN ANY OTHER COMPARABLE STATE STATUTE IS EXPRESSLY DISCLAIMED. The entire risk arising out of use or performance of the Program remains with You, however VUG warrants the Game Pak(s), on which the Program is furnished, to be free from defects in materials and workmanship, under normal use, for a period of ninety (90) days from the date of delivery. VUG's sole liability in the event of a defective Game Pak shall be to give You a replacement Game Pak. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply.

7. **Limitation of Liability.** NEITHER VUG, ITS PARENT, SUBSIDIARIES, AFFILIATES NOR LICENSORS SHALL BE LIABLE IN ANY WAY FOR LOSS OR DAMAGE OF ANY KIND RESULTING FROM THE USE OF THE PROGRAM INCLUDING, BUT NOT LIMITED TO, LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. Some states do not allow the exclusion or limitation of incidental or consequential damages, or allow limitations on how long an implied warranty lasts, so the above limitations may not apply to you.

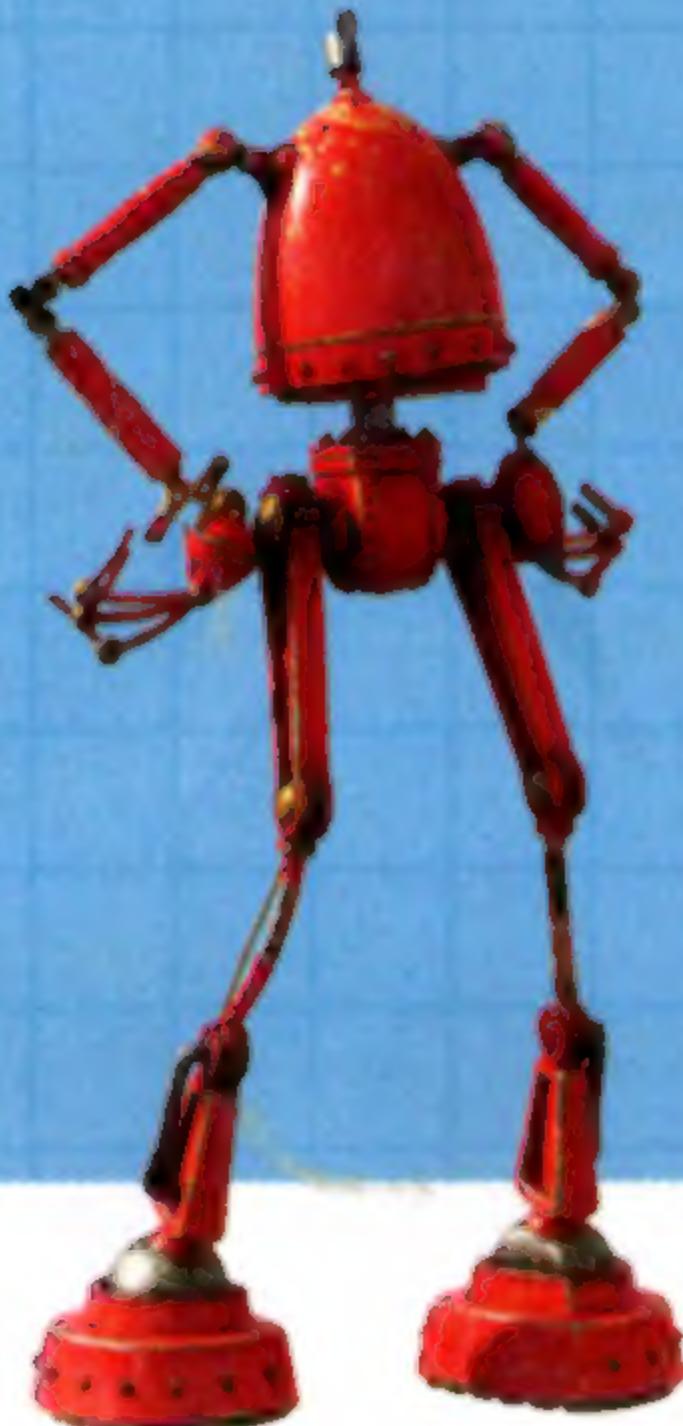
8. **Equitable Remedies.** You hereby agree that VUG would be irreparably damaged if the terms of this License were not specifically enforced, and therefore you agree that VUG shall be entitled, without bond, other security, or proof of damages, to appropriate

equitable remedies with respect to breaches of this License, in addition to such other remedies as VUG may otherwise have available to it under applicable laws. In the event any litigation is brought by either party in connection with this License Agreement, the prevailing party in such litigation shall be entitled to recover from the other party all the costs, attorneys' fees and other expenses incurred by such prevailing party in the litigation.

9. **Miscellaneous.** This License shall be deemed to have been made and executed in the State of California, and any dispute arising hereunder shall be resolved in accordance with the law of the State of California. This License may be amended only by an instrument in writing executed by both parties. This License constitutes and contains the entire agreement between the parties with respect to the subject matter hereof and supersedes any prior oral or written agreements.

Mail:

Vivendi Universal Games, Attn: Warranty Processing,
4247 South Minnewawa Ave., Fresno, CA 93725

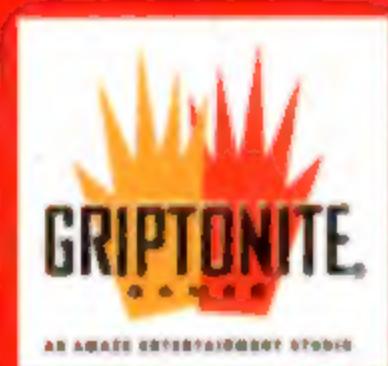


Keep
movin'
folks —



nothin'
to see
here...

Vivendi Universal Games
4247 S. Minnewawa Ave.,
Fresno, CA 93725



7223610

Robots TM & © 2005 Twentieth Century Fox Film Corporation. All Rights Reserved. Twentieth Century Fox, Fox Interactive, Robots, and their associated logos are registered trademarks or trademarks of Twentieth Century Fox Film Corporation. Sierra and the Sierra logo are registered trademarks or trademarks of Sierra Entertainment, Inc. in the U.S. and/or other countries. Vivendi Universal Games and the Vivendi Universal Games logo are trademarks of Vivendi Universal Games, Inc. Certain technology © 2005 Amaze Entertainment, Inc. Amaze Entertainment and the Amaze Entertainment/Griptonite logos are registered trademarks of Amaze Entertainment, Inc. in the United States and/or other countries. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are property of their respective owners.

PRINTED IN USA